

APPL. NO. 10/649,091

PROPOSED CLAIM AMENDMENTS FOR INTERVIEW PURPOSESRECEIVED
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Claim 1 (currently amended): A gaming device comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions which, when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device, after a triggering event associated with a play of a wagered-on game, to:

(a) display an award indicator including a plurality of first award symbols and a plurality of second award symbols, a plurality of first awards associated with said first award symbols and a plurality of second awards associated with said second award symbols, wherein:

(i) a plurality of first activatable symbol indicators are associated with the first award symbols,

(ii) a plurality of second activatable symbol indicators are associated with the second award symbols, and

(iii) the first and second symbol indicators are movable relative to the award indicator,

(b) prior to any movement of any of the plurality of first symbol indicators, enable a player to pick one of the first symbol indicators to activate said picked first symbol indicator,

(c) prior to any movement of any of the plurality of second symbol indicators, enable the player to pick one of the second symbol indicators to activate said picked second symbol indicator,

(d) cause a movement of said plurality of first symbol indicators,

(e) when said plurality of first symbol indicators stop moving, said activated first symbol indicator to cause the activated first symbol indicator to indicate one of the first award symbols on the award indicator,

~~(e)~~(f) cause a movement of the plurality of second symbol indicators;

(g) when said plurality of second symbol indicators stop moving, said activated second symbol indicator to cause the activated second symbol indicator to indicate one of the second award symbols on the award indicator,
and

(f)(h) provide a total award to a player based on the first and second awards associated with the indicated first and second award symbols.

Claim 28 (currently amended): A gaming device comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions which, when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device, after a triggering event associated with a play of a wagered-on game, to:

(a) display a plurality of award indicators including a plurality of first award symbols and a plurality of second award symbols, said first award symbols associated with a plurality of first awards and said second award symbols associated with a plurality of second awards, wherein:

(i) a plurality of first activatable symbol indicators are positioned adjacent to the first award symbols of said award indicators,

(ii) a plurality of second activatable symbol indicators are positioned adjacent to the second award symbols of said award indicators, and

(iii) the first and second symbol indicators are movable relative to the award indicator,

(b) prior to any movement of any of the plurality of first symbol indicators, enable a player to select at least one of the first symbol indicators to activate said picked first symbol indicator,

(c) prior to any movement of any of the plurality of second symbol indicators, enable the player to select at least one of the second symbol indicators to activate said picked second symbol indicator,

(d) cause a movement of said plurality of first symbol indicators.

(e) ~~(d)~~ when said plurality of first symbol indicators stop moving, cause any activated first symbol indicators to indicate the first award symbols,

(f) ~~(e)~~ cause a movement of said plurality of second symbol indicators.

(g) ~~(f)~~ when said plurality of second symbol indicators stop moving, cause any activated second symbol indicators to indicate the second award symbols, and

(h) ~~(g)~~ provide a total award to a player based on the first and second awards associated with the indicated first and second award symbols.

Claim 47 (currently amended): A gaming device comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions which, when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device, after a triggering event associated with a play of a wagered-on game, to:

(a) display an award indicator including a plurality of first award symbols and a plurality of second award symbols, wherein:

(i) a plurality of first awards are associated with said first award symbols,

(ii) a plurality of second awards are associated with said second award symbols,

(iii) a plurality of first activatable symbol indicators are positioned adjacent to the first award symbols,

(iv) a plurality of second activatable symbol indicators are positioned adjacent to the second award symbols, and

(v) the first and second symbol indicators are movable relative to the award indicator,

(b) prior to any movement of any of the plurality of first symbol indicators,
enable a player to pick at least one of the first symbol indicators to activate said picked
first symbol indicators.

(c) prior to any movement of any of the plurality of second symbol indicators,
enable the player to pick at least one of the second symbol indicators to activate said
picked second symbol indicators.

(d) cause a movement of said plurality of first symbol indicators,

~~(e)~~(e) when said plurality of first symbol indicators stop moving, cause said ~~any~~
activated first symbol indicators to indicate a plurality of the first award symbols on the
award indicator,

~~(e)~~(f) cause a movement of said plurality of second symbol indicators,

(g) when said plurality of second symbol indicators stop moving, cause said
any activated second symbol indicators to indicate a plurality of the second award
symbols on the award indicator, and

~~(f)~~(h) provide a total award to the player based on the first and second awards
associated with the indicated first and second award symbols on the award indicator.

Claim 57 (currently amended): A method of operating a gaming device, which includes a plurality of instructions, said method comprising:

(a) causing at least one display device to display an award indicator including a plurality of first award symbols and a plurality of second award symbols to a player, wherein:

(i) a plurality of first awards are associated with the first award symbols, and

(ii) a plurality of second awards are associated with the second award symbols;

(iii) a plurality of first symbol indicators are positioned adjacent to the first award symbols, and

(iv) a plurality of second symbol indicators are positioned adjacent to the second award symbols;

(b) prior to any movement of any of the plurality of first symbol indicators, enabling the player to utilize at least one input device to pick one of a said plurality of first symbol indicators positioned adjacent to the first award symbols;

(c) prior to any movement of any of the plurality of second symbol indicators, enabling the player to utilize the at least one input device to pick one of a said plurality of second symbol indicators positioned adjacent to the second award symbols;

(d) causing at least one processor to execute the plurality of instructions to activating-activate the picked first and second symbol indicators;

(e) causing the at least one processor to execute the plurality of instructions to moving-move said activated-first and second symbol indicators while the award indicator remains stationary;

(f) when said plurality of first symbol indicators stop moving, causing the at least one display device to display an indication of one of the first award symbols with the activated first symbol indicator;

(g) causing the at least one processor to execute the plurality of instructions to move said second symbol indicators while the award indicator remains stationary;

~~(g)~~(h) when said plurality of second symbol indicators stop moving, causing the
at least one display device to display an indication of one of the second award symbols
with the activated second symbol indicator; and

~~(h)~~(i) providing a total award to the player based on the first and second awards
associated with the indicated first and second award symbols on the award indicator.

Claim 70 (currently amended): The method of Claim 57, wherein (a) to ~~(h)~~-(i) are
provided to the player through a data network.

Claim 72 (currently amended): A method of operating a gaming device, which
includes a plurality of instructions, said method comprising:

(a) causing at least one display device to display an award indicator including
a plurality of first award symbols and a plurality of second award symbols to a player,
wherein:

(i) a plurality of first awards are associated with the first award
symbols, and

(ii) a plurality of second awards are associated with the second award
symbols;

(iii) a plurality of activatable first symbol indicators are positioned
adjacent to the first award symbols, and

(iv) a plurality of activatable second symbol indicators are positioned
adjacent to the second award symbols;

(b) prior to any movement of any of the plurality of first symbol indicators,
enabling the player to utilize at least one input device to pick a plurality of said first
symbol indicators positioned adjacent to the first award symbols;

(c) prior to any movement of any of the plurality of second symbol indicators,
enabling the player to utilize the at least one input device to pick a plurality of said
second symbol indicators positioned adjacent to the second award symbols;

(d) causing at least one processor to execute the plurality of instructions to
activating-activate the picked first and second symbol indicators;

(e) causing the at least one processor to execute the plurality of instructions to moving-move said activated plurality of first and second symbol indicators relative to the award indicator;

(f) when said plurality of first symbol indicators stop moving, causing the at least one display device to display an indication of a plurality of the first award symbols with the activated first symbol indicators;

(g) causing the at least one processor to execute the plurality of instructions to move said plurality of second symbol indicators relative to the award indicator;

~~(g)~~(h) when said plurality of second symbol indicators stop moving, causing the at least one display device to display an indication of the a plurality of the second award symbols with the activated second symbol indicators; and

~~(h)~~(i) providing a total award to the player based on the first and second awards associated with the indicated first and second award symbols on the award indicator.

Claim 82 (currently amended): The method of Claim 72, wherein (a) to ~~(h)~~(i) are provided to the player through a data network.

Claim 84 (currently amended): A method of operating a gaming device, which includes a plurality of instructions, said method comprising:

(a) causing at least one display device to display a plurality of award indicators to a player, each award indicator including a plurality of first award symbols and a plurality of second award symbols, wherein

(i) a plurality of first awards are associated with the first award symbols, and

(ii) a plurality of second awards are associated with the second award symbols;

(iii) a plurality of activatable first symbol indicators are positioned adjacent to the first award symbols, and

(iv) a plurality of activatable second symbol indicators are positioned adjacent to the second award symbols;

(b) prior to any movement of any of the plurality of first symbol indicators, enabling the player to utilize at least one input device to pick one of ~~a-said plurality~~ of first symbol indicators ~~positioned adjacent to the first award symbols on~~ at least one of the award indicators;

(c) prior to any movement of any of the plurality of second symbol indicators, enabling the player to utilize the at least one input device to pick one of ~~a-said plurality~~ of second symbol indicators ~~positioned adjacent to the second award symbols on~~ at least one of the award indicators;

(d) causing at least one processor to execute the plurality of instructions to ~~activating-activate~~ the picked first and second symbol indicators;

(e) causing the at least one processor to execute the plurality of instructions ~~to moving-move~~ said ~~activated-first and second~~ symbol indicators relative to the award indicator;

(f) when said first symbol indicators stop moving, causing the at least one display device to display an indication of the first award symbols with the activated first symbol indicators;

(g) causing the at least one processor to execute the plurality of instructions ~~to move said second symbol indicators relative to the award indicator;~~

~~(g)~~(h) when said second symbol indicators stop moving, causing the at least one display device to display an indication of the second award symbols with the activated second symbol indicators; and

~~(h)~~(i) providing a total award to the player based on the first and second awards associated with the indicated first and second award symbols on the award indicator.

Claim 92 (previously presented): The method of Claim 84, wherein (a) to ~~(h)~~-(i) are provided to the player through a data network.

Claim 103 (currently amended): A gaming device comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions which, when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device, after a triggering event associated with a play of a wagered-on game, to:

(a) display a plurality of award indicators including a plurality of first award symbols and a plurality of second award symbols, wherein a plurality of first awards are associated with said first award symbols for at least one of said award indicators and a plurality of second awards associated with said second award symbols for at least one of said award indicators, and wherein:

(i) a plurality of first activatable symbol indicators are positioned adjacent to the first award symbols of each of said award indicators,

(ii) a plurality of second activatable symbol indicators are positioned adjacent to the second award symbols of each of said award indicators, and

(iii) the first and second activatable symbol indicators are movable relative to the award indicator;

(b) prior to any movement of any of the plurality of first symbol indicators, enable a player to pick at least one of the first symbol indicators associated with at least one of said award indicators to activate said picked first symbol indicator,

(c) prior to any movement of any of the plurality of second symbol indicators, enable the player to pick at least one of the second symbol indicators associated with at least one of said award indicators to activate said picked second symbol indicator,

(d) cause a movement of said plurality of first symbol indicators,

~~(d)~~(e) when said first symbol indicators stop moving, cause any activated first symbol indicators to indicate the first award symbols,

(f) cause a movement of said plurality of second symbol indicators,

~~(e)~~(g) when said second symbol indicators stop moving, cause any activated second symbol indicators to indicate the second award symbols, and

(f)(h) provide a total award to a player, wherein said total award is the product of the indicated first and second awards associated with the indicated first and second award symbols.

Claim 117 (currently amended): A method of operating a gaming device, which includes a plurality of instructions, said method comprising:

(a) causing at least one display device to display an award indicator including a plurality of first award symbols and a plurality of second award symbols to a player, wherein:

(i) a plurality of first awards are associated with the first award symbols, and

(ii) a plurality of second awards are associated with the second award symbols;

(iii) a plurality of first symbol indicators are positioned adjacent to the first award symbols, and

(iv) a plurality of second symbol indicators are positioned adjacent to the second award symbols;

(b) prior to any movement of any of the plurality of first symbol indicators, enabling the player to utilize at least one input device to pick a plurality of said first symbol indicators ~~positioned adjacent to the first award symbols;~~

(c) prior to any movement of any of the plurality of second symbol indicators, enabling the player to utilize the at least one input device to pick a plurality of said second symbol indicators ~~positioned adjacent to the second award symbols;~~

(d) causing at least one processor to execute the plurality of instructions to activating-activate the picked first and second symbol indicators;

(e) causing the at least one processor to execute the plurality of instructions to moving-move the ~~activated~~ first and second symbol indicators relative to the award indicator;

(f) when said first symbol indicators stop moving, causing the at least one display device to display an indication of the first award symbols with the activated first symbol indicators;

(g) causing the at least one processor to execute the plurality of instructions to move the second symbol indicators relative to the award indicator;

(g)(h) when said second symbol indicators stop moving, causing the at least one display device to display an indication of the second award symbols with the activated second symbol indicators; and

(h)(i) providing a total award to the player which includes multiplying the indicated first and second awards associated with the indicated first and second award symbols.

Claim 121 (currently amended): A method of operating a gaming device, which includes a plurality of instructions, said method comprising:

(a) causing at least one display device to display a plurality of award indicators to a player, each award indicator including a plurality of first award symbols and a plurality of second award symbols, wherein:

(i) a plurality of first awards are associated with the first award symbols, and

(ii) a plurality of second awards are associated with the second award symbols;

(iii) a plurality of first symbol indicators are positioned adjacent to the first award symbols, and

(iv) a plurality of second symbol indicators are positioned adjacent to the second award symbols;

(b) prior to any movement of any of the plurality of first symbol indicators, enabling the player to utilize at least one input device to pick at least one of a said plurality of first symbol indicators positioned adjacent to the first award symbols on at least one of the award indicators;

(c) prior to any movement of any of the plurality of second symbol indicators, enabling the player to utilize the at least one input device to pick at least one of a said plurality of second symbol indicators positioned adjacent to the second award symbols on at least one of the award indicators;

(d) causing at least one processor to execute the plurality of instructions to activating-activate the picked first and second symbol indicators;

(e) causing the at least one processor to execute the plurality of instructions to moving-move the activated-first and second-symbol indicators relative to the award indicator;

(f) when said first symbol indicators stop moving, causing the at least one display device to display an indication of the first award symbols with the activated first symbol indicators;

(g) causing the at least one processor to execute the plurality of instructions to move the second symbol indicators relative to the award indicator;

~~(g)~~(h) when said second symbol indicators stop moving, causing the at least one display device to display an indication of the second award symbols with the activated second symbol indicators; and

~~(h)~~(i) providing a total award to the player which includes multiplying the indicated first and second awards associated with the indicated first and second symbols on the award indicators.